Teaching and Learning of the Nemeth Braille Code

- Tactile Diagrams in Nemeth Code
  - When to use Numeric Indicators
    - Clock
    - Money
  - Line Plot
  - Pictograph
Numeric Indicator

Omit

- Measuring tools
  - Barometer
  - Ruler
  - Protractor
  - Thermometer
  - Beaker
- Number lines
- Line plots
- Cartesian graphs
- Clocks

Include

- Pie charts
- Histograms
- Bar graphs
- Line graphs
- Scatter plots
- Pictographs
- Time lines
- Latitude/Longitude
Digital Clocks
Money – no tactile

- When identification of coins or bills and their values is being taught
  - do not illustrate images on coins or bills
  - real coins and bills should be used in class
- Use a transcriber’s note to tell how many twenty-dollar bills, ten-dollar bills, quarters, dimes, nickels, and pennies.
Key for Money

Bills
- $1 for one dollar
- $5 for five dollar

Coins
- pn penny
- nk nickel
- dm dime
- qr quarter
- hl half-dollar
Write the total value in dollars and cents.

$5.00, $5.25, $5.35, $5.40, $5.45, $5.46

Example

Write the total value in dollars and cents.

50 cents
5 nickels
5 dimes
5 quarters

50% 50% 50% 50%
Line Plots

- Line plots are a series of dots or x’s above a number line.
- Follow the number line rules
- Use full cells for the dots or x’s
  - Include a TN about the change
Example

Toss Results

Sum of Numbers
Pictographs – Embossed

- shapes must be whole or half
- ♦️ represents a whole unit
- ♦️ represents a half unit
- pictograph in boxes may retain the top and bottom lines
Example

<table>
<thead>
<tr>
<th>Tri-Town Sports Center</th>
<th>Number of Hours Lights Are on Each Week</th>
</tr>
</thead>
<tbody>
<tr>
<td>Exercise Room</td>
<td><img src="image" alt="Lights on" /></td>
</tr>
<tr>
<td>Locker Room</td>
<td><img src="image" alt="Lights on" /></td>
</tr>
<tr>
<td>Swimming Pool</td>
<td><img src="image" alt="Lights on" /></td>
</tr>
<tr>
<td>Tennis Court</td>
<td><img src="image" alt="Lights on" /></td>
</tr>
</tbody>
</table>

Each = 10 hours. Each = 5 hours.